

MOTOR STORM®

SONY



COMPUTER
ENTERTAINMENT®

PRECAUTIONS

- This disc contains software for the PLAYSTATION®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PLAYSTATION®3 specifications for the PAL market only. It cannot be used on other specification versions of PLAYSTATION®3.
- Read the PLAYSTATION®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PLAYSTATION®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:



The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:



For further information visit
<http://www.pegi.info>

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://ps3reporting.com>

See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PLAYSTATION®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

BCES-00006/P

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SETTING UP

Set up the PLAYSTATION®3 system according to the instructions in its Quick Reference manual. At start-up, the **I/O** indicator light will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the **I/O/RESET** button and the **I/O** indicator light will turn green.

Insert the **MotorStorm®** disc into the disc slot with the label side facing upwards. Select the **Game** icon from the Home Menu. A thumbnail image of the software will be displayed. Press the **X** button to commence loading. Do not insert or remove accessories once the power is turned on.

This title uses an autosave feature to save System Data to your PLAYSTATION®3 system's Hard Disk Drive (HDD). Do not turn off the PLAYSTATION®3 system when the HDD access indicator is flashing.

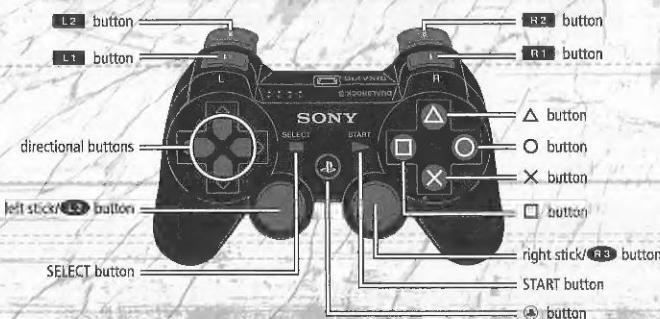
MotorStorm® only supports the use of the SIXAXIS™ Wireless Controller. Please refer to the PLAYSTATION®3 system Quick Reference Manual for details about setting up and recharging a Wireless Controller.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

USING MENU SCREENS

Press the **↑**, **↓**, **←** or **→** directional buttons to highlight an option, then press the **X** button to confirm. To return to the previous menu screen, press the **O** button.

DEFAULT CONTROLS



left stick /
directional buttons
right stick
X button (hold)
O button
□ button
△ button
L2 button
R2 button
R3 button
START button
SELECT button

Steer / Yaw control left/right (when in air) / Weight shift up/down (for bikes/ATVs only)
Look around
Boost
Handbrake
Action
Change camera view
Brake / Reverse
Accelerate
Look back
Pause
Reset to track

STYLE A

left stick /
directional buttons
right stick
X button
O button
□ button
△ button
L1 button
R1 button
R2 button
START button
SELECT button

Steer / Yaw control left/right (when in air) / Weight shift up/down (for bikes/ATVs only)
Look around
Accelerate
Handbrake
Brake
Camera
Action
Boost
Look back
Pause
Reset to track

MOTION SENSITIVE CONTROLS

pitch
roll
yaw
Weight shift up/down (for bikes/ATVs only)
Steer
Yaw control left/right (when in air)

THE GAME SCREEN



GETTING STARTED

The first screen displayed on start-up is the Language Screen – press **←** or **→** to highlight English, Français, Italiano, Deutsch, Español, Portugués, Norsk, Suomi, Svenska, Dansk, Nederlands or Korean and press the **X** button to confirm.

A short, cinematic introductory sequence will be displayed. Press the **X** button to access the Main Menu.

This title uses an autosave feature. Game data is saved automatically at certain points. Do not switch off the power when the HDD access indicator is flashing.

MAIN MENU

The options on the Main Menu are as follows: Play, Extras, Set Up and Online.

PLAY

Jump straight in by picking an event from those already unlocked. Press **←** or **→** to scroll through the available "tickets", select one that has been unlocked and then find a race to compete in. Choose a vehicle class and a livery, then get ready to kick up a storm out in the wilds of Arizona.

EXTRAS

Press **←** or **→** to scroll through the videos that are available for you to view and press the **X** button to select one.

SET UP

Choose Set Up to view and adjust audio and controller settings.

ONLINE

Take the challenge online to test your skill and nerve against other real-life racers. Choose Online from the Main Menu to enter the **MotorStorm®** online universe. Here you can view the latest **MotorStorm®** announcements and, after selecting a server to play on from those available, compete against others by either joining an existing game or creating your own.

PLAYING THE GAME

Monument Valley, Arizona: a peacefully deserted wasteland of outstanding natural beauty. Then the MotorStorm Festival rolls into town...

PLAY MODE

The MotorStorm Festival is one of the greatest shows on Earth; a week of racing, anarchy and raucous music attracting hundreds of thousands of revellers to the desert. It's a race; it's a party; what more could you want?

The Festival is your opportunity to get right in the thick of things as a racer. It features a series of events known as tickets, spread across four difficulty levels. Each difficulty level contains up to four individual races. Initially only three tickets are available; the rest are unlocked by earning "respect" points by winning gold, silver or bronze medals.

The race type and vehicle class are fixed except for **MotorStorm®** races on The Grizzly. Finish in the top three in a race to progress to the next race in the ticket and achieve respect in order to unlock subsequent tickets.

Look out for special tickets, which are worth double respect points. More often than not, these require different conditions to be met before they are unlocked, for example, obtaining at least silver on all Level One race tickets.

PLAYING ONLINE

Select "Online" from the Main Menu to view the latest **MotorStorm®** announcements and play against others by either joining or creating your own game.

JOINING OR CREATING GAMES

A list of servers will be displayed highlighting the number of players present in each. Select the server you want to play on. The following options will be displayed: Create a Game, Join a Game and Lobby Info.

Choose Join a Game to access a list of available game sessions and view their details.

To create your own game, you must specify a number of options, including a game name, select a track, vehicle filters, number of laps, ambience and handicapping.

Vehicle filters decide the vehicle classes that will be available for selection. As the game host you can not always allow every vehicle to be selectable for each stage; some tracks support all vehicles, but others have a defined list of vehicles that can be chosen.

GAME LOBBY

The lobby is accessed after choosing to create or join a game. A list of all the other players present in the lobby is displayed, including their current status and ranking. The host has control over the lobby; they choose when the race will start and decide which track and vehicle types to use for the next race.

When the host chooses to start the race, everyone present in the lobby is taken to the vehicle select screen to choose a vehicle class, body shell and livery. Only the vehicle classes that have been selected by the host will be available, whilst the body shells and liveries will be restricted to those which have been unlocked in Festival mode. Players have 30 seconds to choose their vehicles before the race begins.

SCORING AND RANKING

You can see stats for yourself and the others in the lobby.

Your 'Fame' is a key stat to look out for – each player is given points (between zero and ten) for every online race they compete in. The points received are directly based upon completing the race successfully and the finishing position achieved.

There are nine different fame rankings in total:

- Zero
- Grunt
- Rookie
- Up-and-coming
- Pro
- Veteran
- Hero
- Legend
- God

CONTROLLING YOUR VEHICLE

Use the left stick, press **←** or **→**, or 'roll' the Wireless Controller to steer

The amount of steering applied depends upon how hard the left stick is manoeuvred or how much pressure is applied to the directional buttons, plus the speed of the vehicle. You also have the limited ability to alter a vehicle's orientation while it is in the air during a jump – the smaller the vehicle, the more airborne control you have.

If 'Motion Sensor Adjust' is set to 'on' you can use the motion-sensitive control feature of the Wireless Controller to steer your vehicle. Roll the Wireless Controller (tip from side to side) to steer; the amount of steering applied depends upon how far the Wireless Controller is turned.

Press the **R2** button to accelerate and press the **L2** button to brake and reverse

Different vehicles accelerate and brake at different rates. When a vehicle is stationary or travelling backwards, the brake function automatically doubles as reverse, with the accelerator slowing the reverse speed accordingly.

Press the **O** button to use the handbrake, or the rear brake for bikes/ATVs

Apply a large braking force to the rear of the vehicle, locking the brakes and enabling it to slide. For bikes and ATVs, applying just the right amount of rear brake whilst turning will push the vehicle into a controlled slide, giving you a sharper turning angle.

Press the **△** button to change view

Drivers of buggies, rally cars, racing trucks, mudpluggers and big rigs can swap between two in-game cameras, a "front cam" and "chase cam". Bikes and ATVs have a chase cam and a "closer chase cam".

Press the **□** button to perform an action

The action performed depends upon what is happening around you, for example, if you are riding a bike and another bike comes near, you will attack them. If there are no competitors near enough to attack, then a different action will be performed.

Press the **X** button for a boost

Boost is used to increase a vehicle's acceleration and top speed and will gradually replenish over time. Activating a boost will cause the vehicle's temperature to rise gradually; but keep an eye on the temperature gauge and avoid running at breaking point... push it too hard and your engine will explode! The boost cannot be used immediately at the start of a race as it needs to warm up first.

Use the right stick to look around

Get a better idea of what is going on in the immediate vicinity by panning left, right or back.

VEHICLES

MotorStorm® features seven different classes of off-road machine, each with their own strengths and weaknesses:



Bikes

Lightweight, manoeuvrable and thin. Bikes have a good degree of acceleration and average speed, but are particularly vulnerable to damage.



ATVs

Similar to the bike, but heavier and bulkier. They are more stable and durable but not quite as agile.



Buggies

A good compromise of speed and ability to cross rough terrain, these vehicles are one or two seat space-frame contraptions, custom built to rugged specifications.



Rally Cars

Fast and relatively light, but limited with regards to the types of terrain they can cross. Anything too rough or boggy and these will suffer. Made from lightweight materials, so not overly durable.



Racing Trucks

These modified pickup trucks are powerful but heavy machines. Good ground clearance means they are capable of crossing rough terrain, but manoeuvrability and acceleration are compromised when compared to the lighter vehicles.



Mudpluggers

The biggest of the cars, these are large and imposing. Big wheels and heavy-duty suspension mean they can cope with even the worst terrain. Speed is not their strong point.



Large, powerful and pretty much unstoppable. Low on speed and agility, but who cares when you can just drive over people?

WRECKING YOUR RIDE

In **MotorStorm®** only one thing is certain: a lot of vehicles are going to get wrecked. However, after being involved in a crash that writes-off your ride, you will be given the opportunity to rejoin the race with an intact vehicle. After a vehicle has "respawned" it is invulnerable to collision from other vehicles for a short period of time. However, once set back on the track the vehicle will be stationary, so you'll have to put your foot down to catch up and get back into the race.

If you find yourself wedged in a crevasse or tipped over, press the button to reset your vehicle to the track.

THE TRACKS



The Grizzly

The longest, most dangerous and most diverse track, encompassing multiple terrain types and many set-piece areas for an epic and varied challenge.



Set amongst a network of deep, dangerous canyons and narrow water-cut gorges, this snaking track offers a thrilling, fast and wild ride.

Sidewinder Gulch



Racing on the razor's edge: a vertigo-inducing, precarious roller-coaster ride across narrow ridges and mushroom mesa-tops.

Rockhopper



A test of skill and bravery set in the bumpy, rough and unpredictable ground around the higher-altitude areas of Monument Valley.

Rain God Mesa



A bone-shaking vehicle-wrecker of a ride based around a mud-bottomed, boulder-strewn valley, littered with rocks and junked vehicles.

The Tenderizer



High speed, big-air, loose earth and hard rock come together under the baking desert sun. Slippery and gritty surfaces and patches of vegetation challenge handling to the max.

DustDevil



The Mudpool

Mud-filled gullies, sticky trenches and riverbeds. Every section is a dirty, slippery challenge against the environment as well as the competition.



Coyote Rage

A nerve-wrecking track. Compact and concentrated, it is saturated with unpredictability – the whole **MotorStorm®** experience rammed into one intense race!

USING MULTIPLE ROUTES

Despite being man-made racing circuits, each track features a variety of different routes that provide advantages and disadvantages for the different vehicle classes. Long sweeping bends will favour rally cars, while higher, narrower sections offer a distinct advantage for bikes and ATVs.

Due to the unpredictable nature of **MotorStorm®**, some routes may not always be available – no two laps are ever the same!

CREDITS

Queens Of The Stone Age 'Medication'

Written by Joshua Homme, Troy Van Leeuwen, Joey Castillo and Mark Lanegan Published by Universal Music Publishing Ltd / EMI Music Publishing Ltd, London WC2H 0QY Courtesy of Interscope Records / Polydor UK Ltd Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group

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Elite Force 'Presha'

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Every Time I Die 'The New Black'

Written by A. Williams / M. Novack / K. Buckley / J. Buckley (c) Songs Music Publishing LLC Published by Kobalt Music Publishing Ltd, Courtesy of Roadrunner Records & Trustkill Records

Gluecifer 'Automatic Thrill'

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Hyper 'Hot Rockin'

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(Shackleton/Saunders) Published by Universal / MCA Music Ltd Courtesy of Universal-Island Records Ltd Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group Krafty Kuts & Tim Deluxe 'Bass Phenomenon'

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The Reverend Horton Heat 'Big Red Rocket Of Love'

Written by James C Heath @ Horton House Enterprises / BMI Courtesy of Interscope Records / Polydor UK Ltd Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group Spiritualized 'Electricity'

Written by Jason Pierce Published by Redemption Songs Ltd / Chrysalis Music Ltd (P) 1997 SONY BMG Music Entertainment

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The Experiment 'The Cost Of Freedom'

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Trash Palace 'Animal Magic'

Music by Dimitri Tikkov Published by Universal Music Publishing Ltd Masters courtesy Dimitri Tikkov / Firebrand Management Ltd (London) Wolfmother 'Woman'

Written by Andrew Stockdale, Chris Ross & Myles Heskett Published by Wolfmother Pty Ltd Produced by D. Sardy Courtesy of Universal Music Australia Ltd Licensed by kind permission from the Film & TV licensing division Part of the Universal Music Group

Krafty Kuts & Tim Deluxe 'Bass

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Belgique/België/Belgien 011 516 406
Tarif appel local/Lokale kosten

Česká republika 222 864 111
Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platných telefonních sázek.
Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo voltejte telefonem číslo +420 222 864 111

283 871 637
Po - Pa 10:00 - 18:30 Help Line
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support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21

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COMING SOON



MOTOR STORM[®] PACIFIC RIFT

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